

# RockRaidersPSX

Project Start Date: Tue 13/04/99

Project Finish Date: Fri 02/07/99

## Tasks with Assignments

ID	Task Name	Work	Duration	Start	Finish	% Work Complete
1	Drilling: Men	16 hrs	2 days	Tue 13/04/99	Wed 14/04/99	100%
1	<i>Steve Deacon</i>	16 hrs		Tue 13/04/99	Wed 14/04/99	100%
2	Drlling: Vehicles Generic	8 hrs	1 day	Thu 15/04/99	Thu 15/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Thu 15/04/99	Thu 15/04/99	0%
3	Caverns: Opening up on drilling	8 hrs	1 day	Fri 16/04/99	Fri 16/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Fri 16/04/99	Fri 16/04/99	0%
4	Collision: Generic map	8 hrs	1 day	Mon 19/04/99	Mon 19/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Mon 19/04/99	Mon 19/04/99	0%
5	Collectibles: Generic-Crystal etc	8 hrs	1 day	Tue 20/04/99	Tue 20/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Tue 20/04/99	Tue 20/04/99	0%
6	Object List: Load/Save/Edit	16 hrs	2 days	Wed 21/04/99	Thu 22/04/99	0%
1	<i>Steve Deacon</i>	16 hrs		Wed 21/04/99	Thu 22/04/99	0%
7	MapEdit: Load/Save/Edit	4 hrs	0.5 days	Fri 23/04/99	Fri 23/04/99	0%
1	<i>Steve Deacon</i>	4 hrs		Fri 23/04/99	Fri 23/04/99	0%
8	Event Scheduler: with Graphic Display	16 hrs	2 days	Fri 23/04/99	Tue 27/04/99	0%

1	<i>Steve Deacon</i>	16 hrs		Fri 23/04/99	Tue 27/04/99	0%
9	Level: Generic Load/Edit	8 hrs	1 day	Tue 27/04/99	Wed 28/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Tue 27/04/99	Wed 28/04/99	0%
10	Level: Generic Test	8 hrs	1 day	Wed 28/04/99	Thu 29/04/99	0%
1	<i>Steve Deacon</i>	8 hrs		Wed 28/04/99	Thu 29/04/99	0%
11	Enemies: Generic move/collision/AI	16 hrs	2 days	Thu 29/04/99	Mon 03/05/99	0%
1	<i>Steve Deacon</i>	16 hrs		Thu 29/04/99	Mon 03/05/99	0%
12	Enemies: Rock Monster	8 hrs	1 day	Mon 03/05/99	Tue 04/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Mon 03/05/99	Tue 04/05/99	0%
13	Enemies: Rock Whale	4 hrs	0.5 days	Tue 04/05/99	Tue 04/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Tue 04/05/99	Tue 04/05/99	0%
14	Enemies: Spiders	4 hrs	0.5 days	Wed 05/05/99	Wed 05/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Wed 05/05/99	Wed 05/05/99	0%
15	Enemies: Scorpions	4 hrs	0.5 days	Wed 05/05/99	Wed 05/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Wed 05/05/99	Wed 05/05/99	0%
16	Weapons: Generic-either side	8 hrs	1 day	Thu 06/05/99	Thu 06/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Thu 06/05/99	Thu 06/05/99	0%
17	Weapon: Dynamite-Drop onto floor	8 hrs	1 day	Fri 07/05/99	Fri 07/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Fri 07/05/99	Fri 07/05/99	0%
18	Weapon: Super-dynamite	8 hrs	1 day	Mon 10/05/99	Mon 10/05/99	0%

1	<i>Steve Deacon</i>	8 hrs		Mon 10/05/99	Mon 10/05/99	0%
19	Weapon: Pusher Gun	4 hrs	0.5 days	Tue 11/05/99	Tue 11/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Tue 11/05/99	Tue 11/05/99	0%
20	Weapon: Freezer Gun	4 hrs	0.5 days	Tue 11/05/99	Tue 11/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Tue 11/05/99	Tue 11/05/99	0%
21	FX subsystem: Generic	8 hrs	1 day	Wed 12/05/99	Wed 12/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Wed 12/05/99	Wed 12/05/99	0%
22	Collision: Generic- Vehicles with terrain	8 hrs	1 day	Thu 13/05/99	Thu 13/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Thu 13/05/99	Thu 13/05/99	0%
23	Electric Fences	8 hrs	1 day	Fri 14/05/99	Fri 14/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Fri 14/05/99	Fri 14/05/99	0%
24	Minifigure: general AI	8 hrs	1 day	Mon 17/05/99	Mon 17/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Mon 17/05/99	Mon 17/05/99	0%
25	Vehicles: Generic Movement and simple AI	8 hrs	1 day	Tue 18/05/99	Tue 18/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Tue 18/05/99	Tue 18/05/99	0%
26	Vehicle: Hoverboard	4 hrs	0.5 days	Wed 19/05/99	Wed 19/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Wed 19/05/99	Wed 19/05/99	0%
27	Vehicle: Catamaran	4 hrs	0.5 days	Wed 19/05/99	Wed 19/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Wed 19/05/99	Wed 19/05/99	0%
28	Vehicle: Loader Dozer	4 hrs	0.5 days	Thu 20/05/99	Thu 20/05/99	0%

1	<i>Steve Deacon</i>	4 hrs		Thu 20/05/99	Thu 20/05/99	0%
29	Vehicle: Granite Grinder	4 hrs	0.5 days	Thu 20/05/99	Thu 20/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Thu 20/05/99	Thu 20/05/99	0%
30	Vehicle: Small Digger	4 hrs	0.5 days	Fri 21/05/99	Fri 21/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Fri 21/05/99	Fri 21/05/99	0%
31	Vehicle: Small Helicopter	4 hrs	0.5 days	Fri 21/05/99	Fri 21/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Fri 21/05/99	Fri 21/05/99	0%
32	Vehicle: Tunnel Helicopter	4 hrs	0.5 days	Mon 24/05/99	Mon 24/05/99	0%
1	<i>Steve Deacon</i>	4 hrs		Mon 24/05/99	Mon 24/05/99	0%
33	Helicopter Scoop/Drop Water	8 hrs	1 day	Mon 24/05/99	Tue 25/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Mon 24/05/99	Tue 25/05/99	0%
34	Helicopter lift men/vechicles	8 hrs	1 day	Tue 25/05/99	Wed 26/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Tue 25/05/99	Wed 26/05/99	0%
35	Helicopter lift cargo	8 hrs	1 day	Wed 26/05/99	Thu 27/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Wed 26/05/99	Thu 27/05/99	0%
36	Minifigure: Rock Raider	8 hrs	1 day	Thu 27/05/99	Fri 28/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Thu 27/05/99	Fri 28/05/99	0%
37	Vehicle: Robo-suit	8 hrs	1 day	Fri 28/05/99	Mon 31/05/99	0%
1	<i>Steve Deacon</i>	8 hrs		Fri 28/05/99	Mon 31/05/99	0%
38	Pause game	4 hrs	0.5 days	Mon 31/05/99	Mon 31/05/99	0%

1	<i>Steve Deacon</i>	4 hrs		Mon 31/05/99	Mon 31/05/99	0%
39	Level: Design for Alpha	220 hrs	27.5 days	Wed 28/04/99	Fri 04/06/99	0%
5	<i>Level Designer</i>	220 hrs		Wed 28/04/99	Fri 04/06/99	0%
40	Levels: Alpha deadline	16 hrs	2 days	Tue 01/06/99	Wed 02/06/99	0%
1	<i>Steve Deacon</i>	16 hrs		Tue 01/06/99	Wed 02/06/99	0%
41	Alpha	0 hrs	0 days	Fri 04/06/99	Fri 04/06/99	0%
42	Levels: Design to completion	148 hrs	18.5 days	Mon 07/06/99	Thu 01/07/99	0%
5	<i>Level Designer</i>	148 hrs		Mon 07/06/99	Thu 01/07/99	0%
43	Intro screens	32 hrs	4 days	Mon 19/04/99	Thu 22/04/99	0%
2	<i>Adrian Francis</i>	32 hrs		Mon 19/04/99	Thu 22/04/99	0%
44	Select Options screens	32 hrs	4 days	Fri 23/04/99	Wed 28/04/99	0%
2	<i>Adrian Francis</i>	32 hrs		Fri 23/04/99	Wed 28/04/99	0%
45	Between level animations	16 hrs	2 days	Thu 29/04/99	Fri 30/04/99	0%
2	<i>Adrian Francis</i>	16 hrs		Thu 29/04/99	Fri 30/04/99	0%
46	Level won screen	8 hrs	1 day	Mon 03/05/99	Mon 03/05/99	0%
2	<i>Adrian Francis</i>	8 hrs		Mon 03/05/99	Mon 03/05/99	0%
47	Level lost screen	8 hrs	1 day	Tue 04/05/99	Tue 04/05/99	0%
2	<i>Adrian Francis</i>	8 hrs		Tue 04/05/99	Tue 04/05/99	0%
48	Quit screen	8 hrs	1 day	Wed 05/05/99	Wed 05/05/99	0%
2	<i>Adrian Francis</i>	8 hrs		Wed 05/05/99	Wed 05/05/99	0%

49	Credits Screen	24 hrs	3 days	Thu 06/05/99	Mon 10/05/99	0%
2	<i>Adrian Francis</i>	24 hrs		Thu 06/05/99	Mon 10/05/99	0%
50	Camera Movement AI	8 hrs	1 day	Thu 03/06/99	Thu 03/06/99	0%
1	<i>Steve Deacon</i>	8 hrs		Thu 03/06/99	Thu 03/06/99	0%
51	Radar system	8 hrs	1 day	Fri 04/06/99	Fri 04/06/99	0%
1	<i>Steve Deacon</i>	8 hrs		Fri 04/06/99	Fri 04/06/99	0%
52	Levels: Beta deadline	40 hrs	5 days	Mon 07/06/99	Fri 11/06/99	0%
1	<i>Steve Deacon</i>	40 hrs		Mon 07/06/99	Fri 11/06/99	0%
53	Lava: vertex lighting system	16 hrs	2 days	Mon 14/06/99	Tue 15/06/99	0%
1	<i>Steve Deacon</i>	16 hrs		Mon 14/06/99	Tue 15/06/99	0%
54	Beta	0 hrs	0 days	Fri 18/06/99	Fri 18/06/99	0%
55	Final game tweaks and debugging	144 hrs	9 days	Fri 18/06/99	Thu 01/07/99	0%
1	<i>Steve Deacon</i>	72 hrs		Fri 18/06/99	Thu 01/07/99	0%
5	<i>Level Designer</i>	72 hrs		Fri 18/06/99	Thu 01/07/99	0%
56	Master	0 hrs	0 days	Fri 02/07/99	Fri 02/07/99	0%
57	LEVEL Design on Paper	0 hrs	20.81 days	Mon 19/04/99	Mon 17/05/99	0%